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GPS augmented reality

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**GPS** World 9(3):55-60. Goudeseune, C., and B. Schaeffer. 2000. CARMEN: Collaborative **Augmented-Reality** Multimodal Environment. <[http://](http://zx81.isl.uiuc.edu/camilleg/icmc01.pdf) ...

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### GPS based augmented reality collision avoidance system - Patent ...

The present invention comprises a global positioning system (**GPS**) based **augmented reality** (AR) aircraft collision avoidance system.

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tend the use of **GPS** with an **augmented reality** user. interface. A key objective of our work is extending. **augmented reality** systems from room size areas to ...

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### Technology News: Cutting Edge: Augmented Reality: Hyperlinking to ...

"What **augmented reality** will do is unify the real world with the computer ... the **GPS** readings can be corrected to produce a more accurate indication of a ...

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### » 'Augmented reality': the educational component | Education IT ...

... an innovative pilot program that uses handheld computers and **GPS** units to make an **augmented reality**-based educational environment, reports eSchool News. ...

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### Technology Review: Hyperlinking Reality via Phones

The field of **augmented reality**, in which supplementary information from a computer ... extra hardware: a **GPS** sensor to determine the location of the phone, ...

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**Marker Tracking and HMD Calibration for a Video-based Augmented Reality Conferencing System - all 12 versions »**

H Kato, M Billinghamurst - ... 2nd IEEE and ACM International Workshop on **Augmented Reality**, 1999 - doi.ieeeecs.org

... for ID recognition and **user head position** and pose ... In this case, the **user** can see the real ... review of the issues faced in **augmented reality** registration and ...

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H Kato, M Billinghamurst, I Poupyrev, K Imamoto, K ... - **Augmented Reality**, 2000.(ISAR 2000). Proceedings. IEEE and ..., 2000 - ieexplore.ieee.org

... The users experience a video see- through **augmented reality**, seeing the real world through the video ... In order to track **user** and object **position** we modified ...

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**Mixing Realities in Shared Space: An Augmented Reality Interface for Collaborative Computing - all 3 versions »**

M Billinghamurst, I Poupyrev, H Kato, R May - Proceedings of ICME 2000, 2000 - hitl.washington.edu

... goal of this demonstration was to show how **augmented reality** could be ... video stream to the **user HMD** ... **Position** and orient objects Render 3D objects in video frame ...

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**The Studierstube augmented reality project - all 12 versions »**

D Schmaistieg, A Fuhrmann, G Hesina, Z Szalavari, ... - Presence: Teleoperators and **Virtual Environments**, 2002 - MIT Press

... combines the best elements from **augmented reality**, ubiquitous computing ... ways of determining camera **position**, creating stereo ... an OIV-compati- ble **viewer** with a ...

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**Collaborative Mixed Reality - all 5 versions »**

M Billinghamurst, H Kato - Proceedings of the First International Symposium on Mixed ..., 1999 - hitl.washington.edu

... Displayed data can be different for each **viewer**. ... The result is an **augmented reality** communication space with ... the **user** moves their head (and camera) **position**. ...

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**Augmented surfaces: a spatially continuous work space for hybrid computing environments - all 8 versions »**

J Rekimoto, M Saitoh - Proceedings of the SIGCHI conference on Human factors in ..., 1999 - portal.acm.org

... ubiquitous computing, architectural media, physical space, **augmented reality** ... of the notebook screen, the **user** can control the **virtual cursor position** on the ...

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